MASTER OF THE LAMPS™

INSTRUCTIONS

It was once a land of peace. But, now, the King is gone, and a mischievous band of genies has escaped and ransacked the palace.

Now, you can help the young prince return these genies back to their lamps and regain his rightful place on the throne.

For Apple II series and Atari 800, XE, XL and compatible computers.

ACTIVISION
HOME COMPUTER SOFTWARE™

THE TASK BEFORE YOU (see "Game Selection")

In the Throne Quest, you must lure three genies back into their lamps in a two-part challenge:

1. Fly the magic carpet through twisting tunnels of diamond-shaped gates that lead to the genies' dens.
2. Once there, match the tones and/or the colors sent forth by the genies.

Succeed at each level, and one piece of the genie's lamp will appear on the screen. There are seven pieces to each lamp. Each completed lamp automatically pulls a genie back into its chamber. Complete all three lamps to regain the throne and win the game.

LOADING INSTRUCTIONS

Atari 800, XE, XL and compatible computers

- Turn disk drive on.
- Insert disk, label side up.
- Turn computer on.

Apple II series computers

- Insert disk, label side up.
- Turn computer on.

JOYSTICK SELECTION

ATARI –

Joystick in port 1 is a flight simulator. Push forward to fly down, pull back to fly up.

Joystick in port 2 is an arcade simulator. Push forward to fly up, pull back to fly down.

APPLE –

Joystick is a flight simulator. Push forward to fly down, pull back to fly up.

GAME SELECTION

At the game selection screen, you can choose Seven Trials (Beginner's Game), Throne Quest (Standard Game) or Magic Carpet (Flying Practice) by moving the joystick up or down (we recommend that new players start with the Seven Trials). Once you have made your choice, push the red button if using an Atari joystick or the left button if using an Apple joystick to begin the game.

Seven Trials – The tunnels are easier to navigate, and you are challenged by both colors and tones in the genies' dens. Mastery is achieved upon completion of one seven-piece lamp.

Throne Quest – Mastery is achieved upon completion of three seven-piece lamps. There are 21 tunnels to fly, with each successive tunnel more difficult to fly than the last. Color and tones are given as follows:

In the Seven Dens of the First Genie – Color and tone are given, but colors disappear quickly.

In the Seven Dens of the Second Genie – No tones are given, and the colors disappear as quickly as above.

In the Seven Dens of the Third Genie – No colors are given, just tones. Play it by ear.

When, at last, the three lamps are completed, fly the final tunnel to the palace. You will see the palace in ruins, ransacked by the mischievous genies. But, since you have now proven your abilities so well, striking the gong three times will bring pleasing results.

Magic Carpet – For practice flying the 21 tunnels found in Throne Quest. Select any of the 21 tunnels (numbered 1 through 41, using odd numbers only) by pulling back on the joystick until the desired tunnel number appears. Once flown, the same tunnel will be repeated. (NOTE: Press the joystick button during flight to return to the game selection screen.)

To restart the game at any time, press the START key if using an Atari computer or CONTROL-R (at the same time) if using an Apple computer. Then move the joystick up or down to select game. Push joystick button to begin.

YOUR JOURNEY BEGINS

Seven Trials and Throne Quest

To begin, press the joystick button. Walk the young prince to the Magic Carpet by moving the joystick in that direction, then watch the carpet rise.

Fly through the tunnel to the genie's den by maneuvering the Magic Carpet with your joystick. If you miss a diamond gate and fall off the carpet, you'll automatically return to the beginning of that tunnel.

Once in the genie's den, you must match the colors and/or tones the genie sends forth by striking the appropriate gongs. But first, practice moving and hitting gongs. You can hop quickly from gong to gong by pressing the joystick button. The young prince hops in the direction he is facing. To walk from gong to gong, just move the joystick left or right. To hit a gong, push forward on the joystick.

When you're ready to summon a genie, hit any gong three times. He'll materialize and blow colors and/or tones into the air (see "Seven Trials" and "Throne Quest" under "Game Selection"). When he is finished, the first color and/or tone will move to the top of the screen and begin to drop. At this time, hit the gong which corresponds to the color and/or tone which has risen. Match each successive color and/or tone in the correct sequence. **Do not hit the gong before the color and/or tone reaches the top of the screen.** But, when it does, move quickly! If you don't match a color and/or tone in time, you'll be transported out of the den, back to the beginning of the tunnel. Then, you must begin the same journey again.

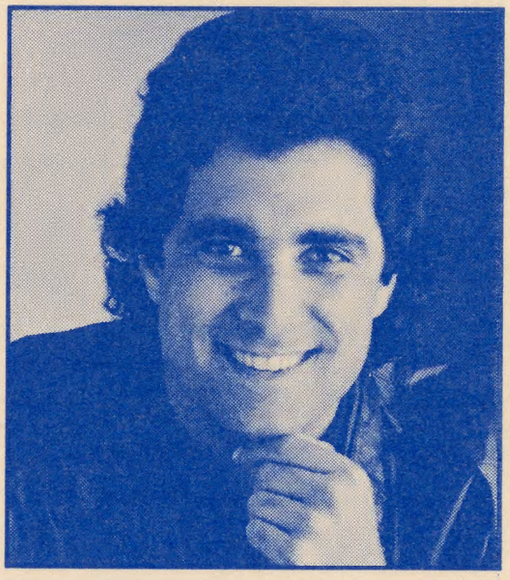
If you match all the colors and/or tones in one den, you'll go on to the next tunnel and the next den, until all of the lamps are assembled.

SPECIAL TIPS FROM A MASTER'S NOTEBOOK

The most important tip is to get to know the tunnels. There are 21 in the Throne Quest, and they always move in the same manner. Some move up and down, some move left and right. So, if you always crash in tunnel 29, select "Magic Carpet 29" on the selection screen and practice.

Hot tip #2: A good navigator will keep his/her eye on the farthest diamond and try to keep it in the center of the screen. You really don't need to move around too much. Don't overcompensate when you're trying to get back on track.

Original concept and soundtrack by Russell Lieblich.
Design and graphics by Peter Kaminski.
Produced by Brad Fregger.
Atari adaptation by David Lubar.
Apple adaptation by Dan Thompson.



Russell Lieblich

Peter Kaminski

LET'S GET TO KNOW EACH OTHER

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FOR APPLE USERS – DON'T FORGET THE FLIP SLIDE!!

On the reverse side of your disk is an exciting sample of several new Activision products. Turn the computer and disk drive off. Insert the disk, label side down, and turn the disk drive and computer on. Now sample the latest and greatest Activision Home Computer Software!

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